



Adventure: Gr. 4-6

All books can be found in the Juvenile Fiction or Juvenile Paperback section by author's last name.

**This book is part of a series or trilogy.*

Baratz-Logsted, Lauren

ANNIE'S ADVENTURES *

On New Year's Eve, the octuplets Huit--Annie, Durinda, Georgia, Jackie, Marcia, Petal, Rebecca, and Zinnia--discover that their parents are missing, and then uncover a mysterious note instructing them that each must find her power and her gift if they want to know what happened to their parents.

Bearn, Emily

TUMTUM & NUTMEG: ADVENTURES BEYOND NUTMOUSE HALL

Wealthy, married mice Tumtum and Nutmeg find adventure when they secretly try to help two human siblings who live in a tumbledown cottage with their absent-minded inventor father.

Bradley, F.T.

Double Vision *

After a routine school field trip goes awry, Linc Baker is thrust into a world of intrigue and espionage, where a kid agent who looks exactly like him threatens to use powerful artifacts to control the world.

Burchett, Jan

POACHER PANIC *

Twins Ben and Zoe are recruited by their mysterious uncle Dr. Stephen Fisher, a famous zoologist, to rescue a Sumatran tiger from poachers.

Dashner, James

A MUTINY IN TIME *

Time has gone wrong, and best friends Dak Smyth and Sera Froste, together with the young Historian Riq, must use the infinity ring to travel back to the mutiny on the Santa María to correct history and defeat the SQ.

Defoe, Daniel

ROBINSON CRUSOE

During one of his several adventurous voyages in the 1600's an Englishman becomes the sole survivor of a shipwreck and lives for nearly thirty years on a deserted island.

DiCamillo, Kate

FLORA & ULYSSES: THE ILLUMINATED ADVENTURES

Rescuing a squirrel after an accident involving a vacuum cleaner, comic-reading cynic Flora Belle Buckman is astonished when the squirrel, Ulysses, demonstrates astonishing powers of strength and flight after being revived.

Du Bois, William Pène

THE TWENTY-ONE BALLOONS

Relates the incredible adventures of a bored old mathematician who in 1883 sets off in a balloon across the Pacific, survives the volcanic eruption of Krakatoa, and is eventually picked up in the Atlantic.

Fleischman, Sid

THE WHIPPING BOY

A bratty prince and his whipping boy have many adventures when they inadvertently trade places after becoming involved with dangerous outlaws.

Gibbs, Stuart

SPY SCHOOL

Twelve-year-old Ben Ripley leaves his public middle school to attend the CIA's highly secretive Espionage Academy, which everyone is told is an elite science school.

Gordon, Roderick

DEEPER *

As young archaeologist Will Burrows continues to search for his lost father in the strange underground world he has discovered beneath the city of London, he stumbles across a sinister plot with terrible implications for the world above.

Grabenstein, Chris

ESCAPE FROM MR. LEMONCELLO'S LIBRARY

Twelve-year-old Kyle gets to stay overnight in the new town library, designed by his hero (the famous gamemaker Luigi Lemoncello), with other students but finds that come morning he must work with friends to solve puzzles in order to escape.

Gutman, Dan
MISSION UNSTOPPABLE *

On a cross-country vacation with their parents, twins Coke and Pepsi, soon to be thirteen, fend off strange assassins as they try to come to terms with their being part of a top-secret government organization known as The Genius Files.

Hale, Bruce
PLAYING WITH FIRE

Reluctant orphan-turned-spy Max Segredo discovers intrigue at the Merry Sunshine Orphanage and must confront an international group bent on world domination, while uncovering mysteries from his past.

Lacey, Josh
ISLAND OF THIEVES

Tom goes with his Uncle Harvey to Peru, where they narrowly escape imprisonment and death as they hunt for buried treasure after tracking down a journal written by John Drake, a young relative of Sir Francis Drake, on a voyage to Lima in 1577. Includes biographical information on John and Francis Drake.

Law, Ingrid
SAVVY

Recounts the adventures of Mibs Beaumont, whose thirteenth birthday has revealed her "savvy"--a magical power unique to each member of her family--just as her father is injured in a terrible accident.

Pennypacker, Sara
THE MOUNT RUSHMORE CALAMITY *

Hoping to escape the attention brought on by the accident that flattened Stanley, the Lambchop family drives to South Dakota, where they become involved in a wild west adventure at Mount Rushmore.

Rodkey, Geoff
DEADWEATHER AND SUNRISE *

Thirteen-year-old Eggbert, a planter's son on a pirate-infested Caribbean island chain, is on the run from a wealthy and powerful villain trying to kill him for his connection to a hidden treasure.

Salane, Jeffrey
LAWLESS

Enrolling in the prestigious and secretive academy for the children of criminal masterminds, M Freeman taps the experiences of her unconventional homeschooling background to become a star pupil.

Sage, Angie
THE SWORD IN THE GROTTA *

With the help of the ghost Edmund, Araminta and Wanda survive a trip through a secret tunnel to bring back a present for Sir Horace's birthday.

Soto, Gary
BASEBALL IN APRIL: AND OTHER STORIES

A collection of eleven short stories focused on the everyday adventures of Hispanic young people growing up in Fresno, California.

Stewart, Trenton Lee
THE EXTRAORDINARY EDUCATION OF NICHOLAS BENEDICT *

Nine-year-old Nicholas Benedict, an orphan afflicted with an unfortunate nose and with narcolepsy, is sent to a new orphanage where he encounters vicious bullies, selfish adults, strange circumstances, and a mystery that could change his life forever.

Stevenson, Robert Louis
TREASURE ISLAND

While going through the possessions of a deceased guest who owed them money, the mistress of the inn and her son find a treasure map that leads them to a pirate's fortune as well as great danger.

Stone, Jeff
PHOENIX *

When their home is robbed, thirteen-year-old Phoenix Collins, an up and coming amateur dirt-bike racer, discovers a shocking mystery about his grandfather, and Phoenix must travel to China and then to Texas to find some answers.

Watson, Jude
NOWHERE TO RUN *

Guardians of the 39 Clues, Dan Cahill and his sister Amy discover that the serum is missing and must race against time to get it back before catastrophe strikes.

Zucker, Jonny
GAME ON *

The top secret Department for Extraordinary Activity agency recruits Max, a pint-sized escapologist/magician, to stop an evil computer game character that has escaped from the Virtual world to conquer the real world.



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